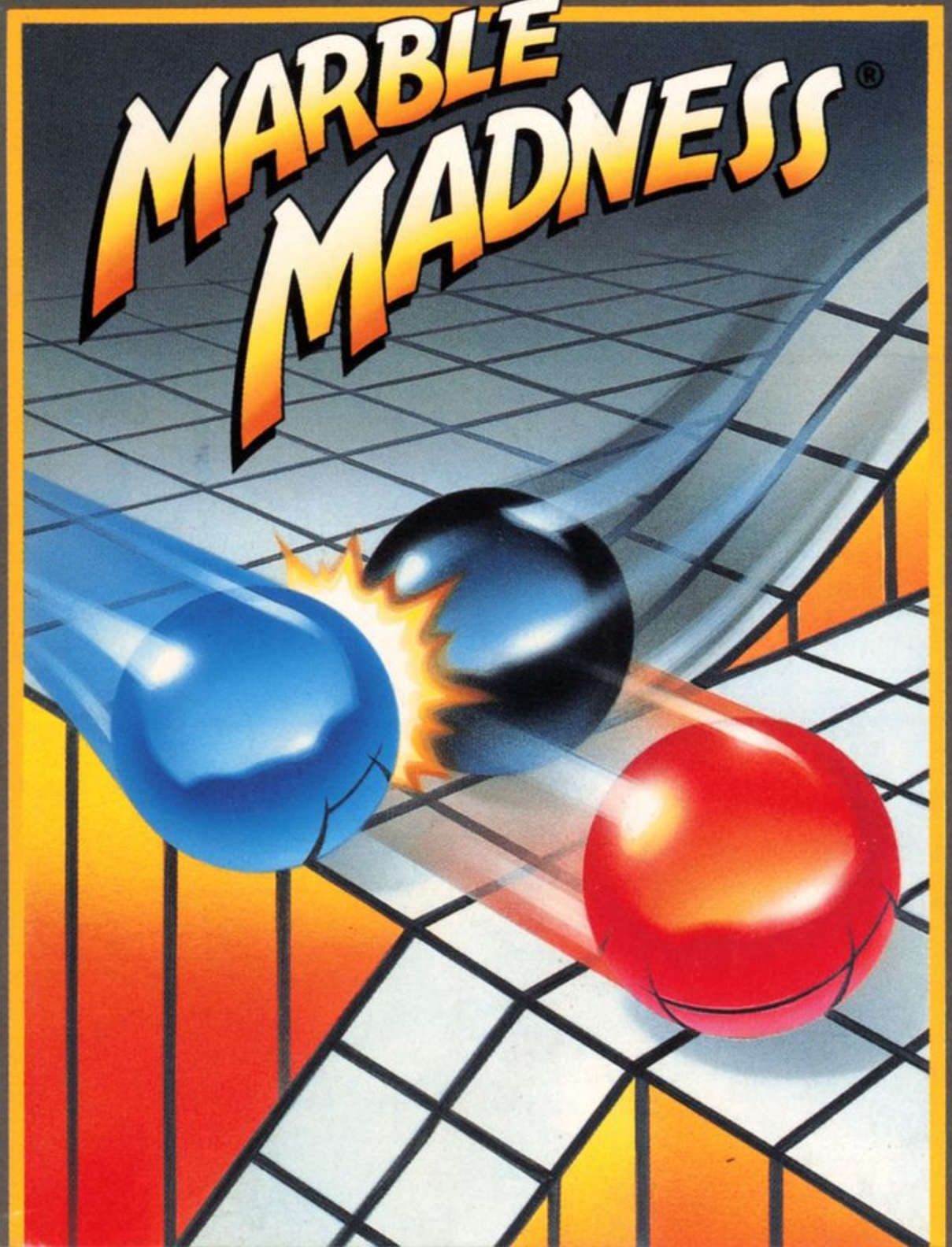
NES-MV-USA



INSTRUCTION MANUAL

MARBLE MADNESS®

Official Nintendo Seal of Quality™

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

1 or 2 Players

Thank you for selecting the Nintendo Entertainment System Marble Madness Game Pak! For full enjoyment, please read this manual carefully.

MB® Milton Bradley

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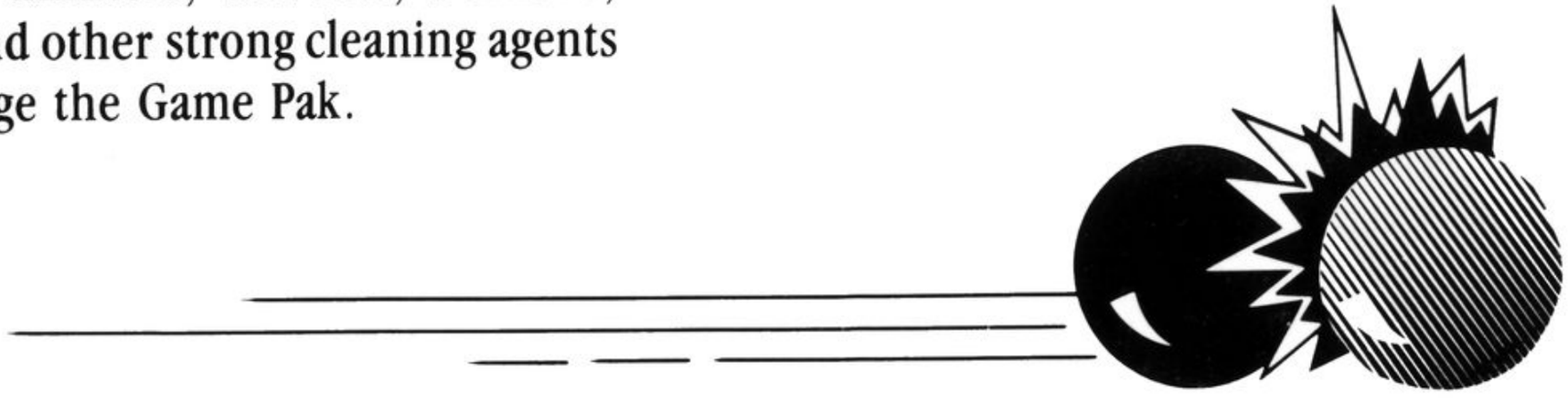
SAFETY TIPS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.

SETUP

1. Make sure the power switch is OFF.
2. Insert the Marble Madness Game Pak as described in your Nintendo Entertainment System manual.
3. Turn the power switch ON.



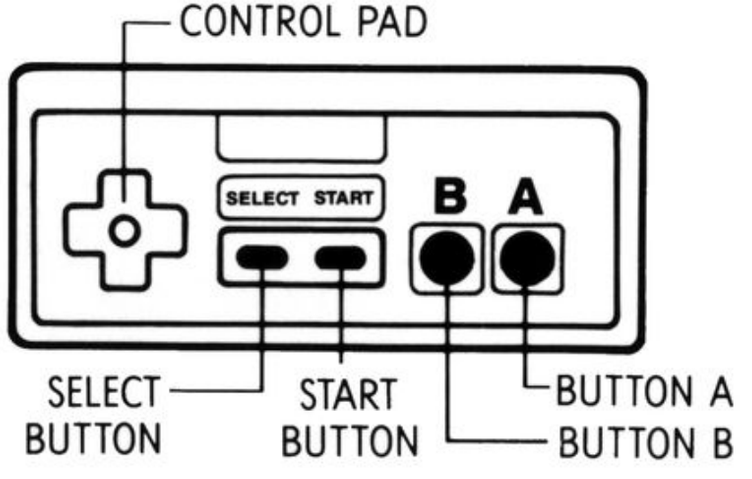
USING THE CONTROLLER

The illustration below names the controller parts you'll be using as you play.

To turbocharge—Press BUTTON A.

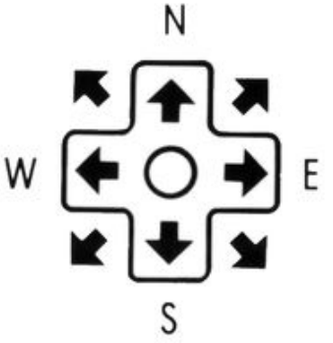
To make a selection—Press the SELECT BUTTON.

To pause—Press the START BUTTON. To restart, press START BUTTON again.

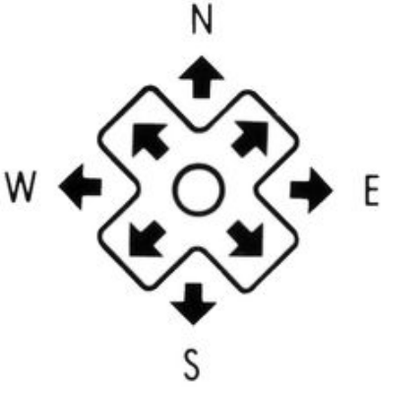


CONTROLLER OPTIONS

Horizontal (90°) Hold: Hold controller the conventional way and press control pad to move the marble in the directions shown at right.



Diagonal (45°) Hold: Hold controller at an angle and press control pad to move the marble in the directions shown below.



How To Play

OBJECT

Move your marble to the Goal Line on six raceways (Levels 1 through 6) without running out of time.

In a 2-player game, beat your opponent to each Goal Line to score the most points.

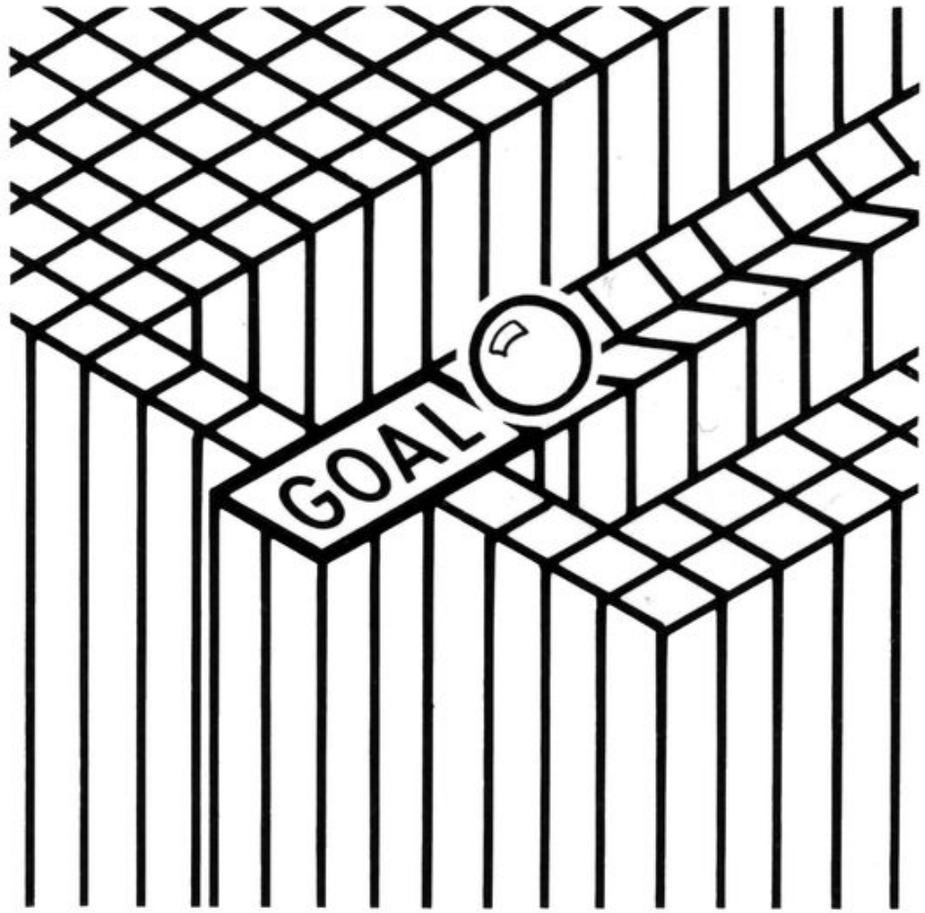
SIGNING ON

Press the SELECT BUTTON to choose 1 Player or 2 Players. Then press START. To sign on, press the control pad RIGHT, LEFT, UP or DOWN to select the letters in your name. Press BUTTON A for each letter. To erase a letter, select RUB and press BUTTON A. Select END after entering your name.

On the next screen, press the control pad UP or DOWN to choose Horizontal (90°) Hold or Diagonal (45°) Hold. (See CONTROLLER OPTIONS on page 4.) Then press BUTTON A. Repeat the sign-on sequence for a 2-player game.

MOVING THROUGH THE MAZE

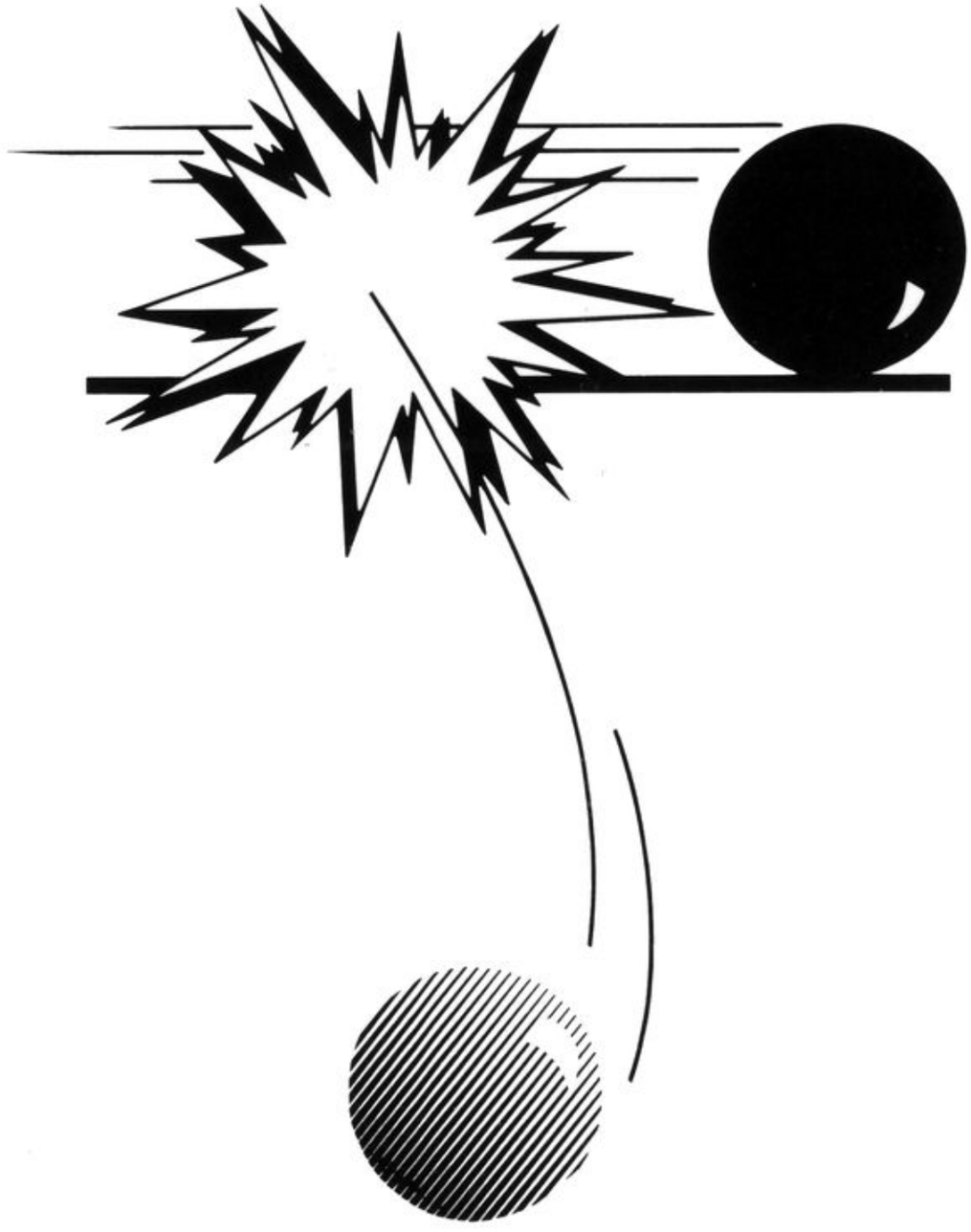
On each raceway, you must try to move your marble through a 3-D maze toward the Goal Line. At first, you'll have to search for the Goal Lines. Once you know where they are, you'll be able to get there faster!



LEVEL 1 GOAL LINE

LOSING YOUR MARBLE

Your marble will disappear whenever it falls off the raceway or gets captured by certain enemies. When you lose a marble, you must wait for it to reappear before you can continue. You have an unlimited number of marbles—but losing marbles slows you down!



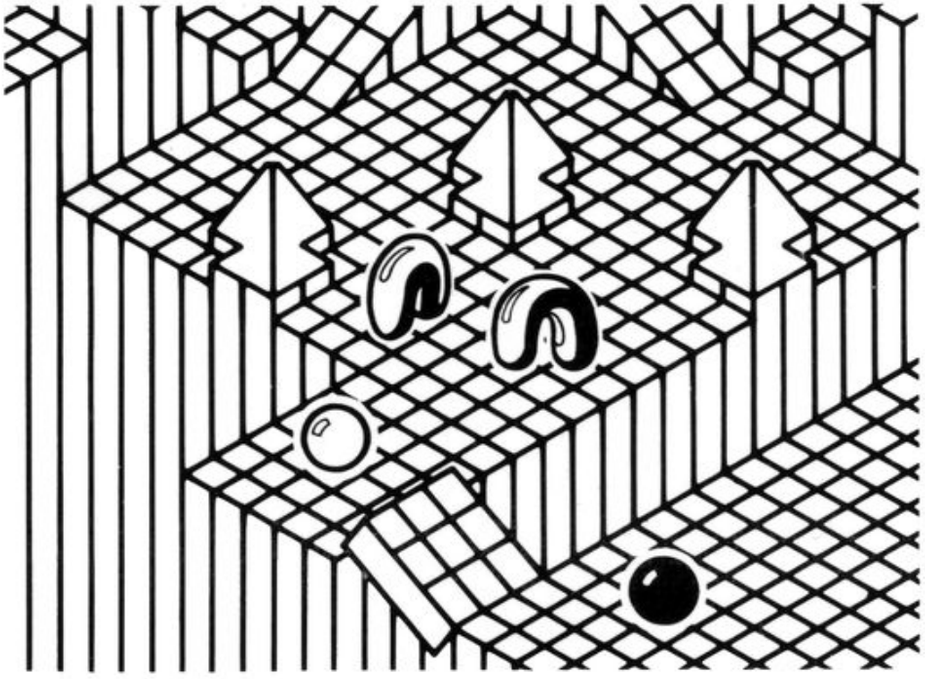
TURBOCHARGING

Press BUTTON A at any time to give your marble an extra burst of speed. Turbocharging can shave seconds off your time. It can *also* help you escape enemies and traps!

ENEMIES AND TRAPS

Deadly enemies and traps await you on every raceway! Be careful, or you'll lose your marble! See the illustration below for some examples.

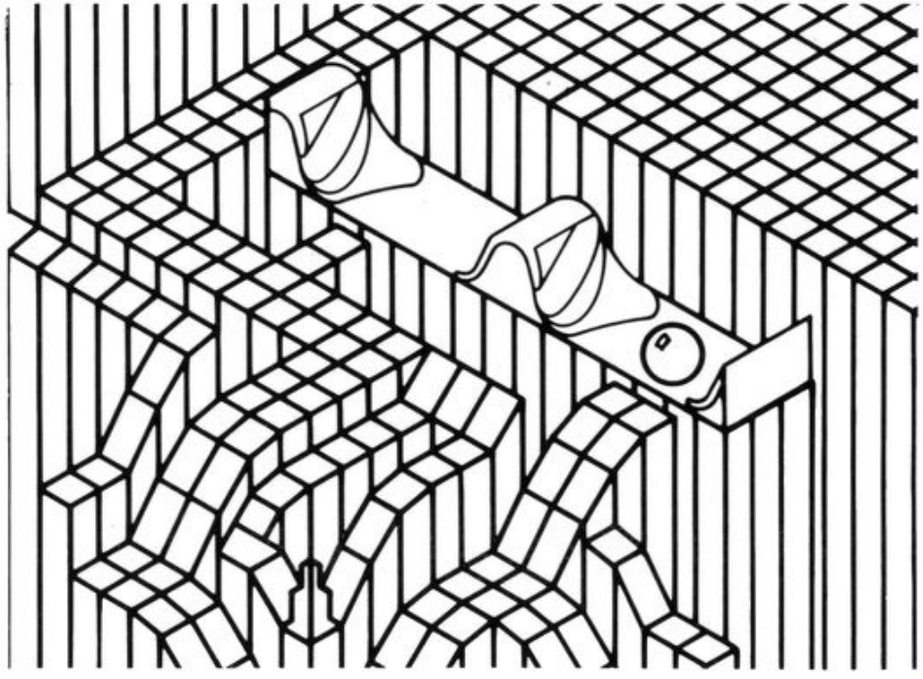
Marble Munchers. Avoid them, or you'll lose a marble!



A Steelie. Avoid it—or knock it off the raceway for bonus points!

SHORTCUTS

Be on the lookout for quicker ways to the Goal Line. For example, if you can catch the wave on Level 3 (The Intermediate Race), you'll reach the Goal Line faster!



Riding the wave is a challenge...and a time-saver!

BONUS SECONDS

After Level 1, any seconds leftover from the previous level are added to your time on the next level. You also get a Time Bonus for each leftover second!

BONUS POINTS

You'll get bonus points for finding short-cuts and battling certain enemies. Your bonus points will flash on the screen when you earn them. For example: on Level 1, press Button A to jump across to a tic-tac-toe grid for bonus points! Do a little exploring to find out where you can earn bonus points.

THE HIGH ROLLERS SCREEN

For the duration of play, your name and score will appear on the High Rollers screen if your score is high enough. You don't have to reach the Final (6th) Goal Line to be a High Roller—you just have to rack up a lot of points trying to get there!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designated to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment OFF and ON, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio/TV Interference Problems.* This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

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Milton Bradley Company warrants to the original purchaser only, that the software program coded on the cartridge provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the program is found defective within 90 days from the date of purchase, it will be replaced. Simply return the cartridge to Milton Bradley Company along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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